

Goals

- To make a map for multiplayer mode
- Has to contain a short shot path and long shot path
- The middle should be a big open area with lots of covers for the players to play with
- The place will be a Steel Plant
- A Small / Medium map
- Underground Tunnel can be a sneaking way for player to play with (Hit the enemies on their backs)

Elements

- Assets for Steel Plant
- Metal equipment
- Iron walls etc.
- Mud or Grass ground
- Guns

Gameplay / Flow

- The middle area should be the major combat zone
- Short Path for shotgun and SMG
- Long Path for Sniper Rifle and Heavy Weapons (RPG etc.)
- Tunnel for short distance combats (dagger, shield etc.) or flank

Questions

- Small or Medium?
- How many floors does the map have?
- what do the covers look like?
- Any call of duty maps as references?
- How many players, 6 v 6 or 10 v 10 ?